

Test Scenarios

Test Cases that have successfully been passed (happy for assessor to verify by replicating the scenarios)

1. Board randomised matching the creature setups as shown in workshop 3
1. Move player 1 position forward
2. Move player 2 positions forward
3. Move player 3 positions forward
4. Move player 1 position backward
5. Move player 2 position backwards
6. Player should not be able to move onto a square that is already occupied (forwards or backwards)
7. Once a player's position goes over the maximum number of positions their fixed position is reset
 - Example -> Player position = 21, if player moves 3 positions forwards, their new position should = 0
8. Once a player's current position is over the max fixed board position and their next move is backwards, the player's position should reflect the fixed position
 - Example -> player current position = 0, if they move back 1 position, their new position should be 23 instead of -1.
9. Since the top left cave has a fixed position of 1, if a player is on the first square in front of the cave (position 1 as well) -> if the player attempts to move backwards 2 times, entering the cave should take precedence over resetting the player position.